50690/JEJ/B600

CLAIMS:

    1.   A method of processing graphics images in a display engine for display, the method comprising:

    in a window controller, obtaining data that describes

5   windows in which the graphics images are displayed;

    sorting the data using the window controller in accordance with respective depths of the windows;

    transmitting header packets from the window controller to the display engine, each header packet containing at least a

10   portion of the data, said portion describing at least one of the windows;

    transferring the graphics images from a memory to the display engine responsive to said header packets; and

    blending the graphics images using alpha values

15   associated with the graphics images.